Circadence’s Project Ares is an immersive, gamified cybersecurity learning platform that helps cyber professionals from novice to advanced keep their skills sharp against evolving cyber threats. Project Ares delivers persistent, true-to-life experiences that match and adapt to contemporary threat environments. The platform uniquely combines machine learning, single- and multi-player exercises, and offensive and defensive missions and battle rooms that mirror real-life scenarios.

**Ideal for Competitions & Events**

**Fit to Scope and Scale** - Project Ares is a turnkey solution, customizable to any cybersecurity challenge, competition or event:
- One-day events or multi-month program
- Individual or team game play
- Offensive or defensive exercises

**Industry Specific** - Cybersecurity exercises and missions can mirror company networks (e.g. finance, critical infrastructure, oil and gas), emulating realistic environments that sharpen player skills.

**Automate and Augment the Cyber Workforce** - AI-informed cyberattack data combined with AI-based advisor and opponents keep missions current with evolving threats.
- Place players into real-world environments
- Use real-world tools
- 24x7 web browser access allows players to engage remotely.
Cybersecurity Competitions Made Easy, Engaging Effective

“Project Ares brings an unprecedented level of realism and visual superiority to the competition. The Project Ares user interface and gamified approach to training are appealing to the next generation of cyber warriors.”

~ Liz Fraumann, Executive Director for the Securing Our eCity Foundation

Utilized at Notable Events

- Jack Voltaic 2
- BSides San Diego
- Paranoia Challenge
- CyberBUFFS Hackathon
- SoCal Cyber Cup Challenge
- The Circuit – Florida Center for Cybersecurity
- SkillsUSA Challenge – Alabama Department of Education
- Cybersecurity Symposium – University of North Carolina at Charlotte

Features & Capabilities

- **Skill and Tool Training** Constantly-evolving Mission Library offers offensive and defensive scenarios at varying levels of difficulty.
- **Individual and Team Tracking** Player performance is recorded and awarded by a showcase of skills, trophies and badges.
- **High-Fidelity Cyber Range Capability** Each mission spins up an individual cyber range and Orion, the Mission Builder, allows organizations to create custom missions.
- **Leaderboard Visibility** Leaderboards can be visible to players or private based on customer needs.

An Unprecedented Platform

Gamification makes learning more engaging for users and increases knowledge and skills retention to 75% compared to standard classroom training environments. Project Ares’ augmentation capabilities elevate the entire team's performance, so all can benefit from the best practices of each team member.